

# Command



FEBRUARY 1976

ISSUE #2

## C NOTES:

Response to the first issue has been very good. Issue #1 is sold out; I mailed out a total of 205 copies. Surprisingly, I have heard from only a few of the people who subscribed to the original war-gaming COMMAND, regarding the status of their subs. If I have your money and you don't want a subscription to this zine, please let me know soon.

The next item on the agenda is the houserules I printed in issue #1. I have received some well-deserved criticism (see LETTERS) on them from people who have a lot more experience than I. Therefore, I am changing the following rules: HR #7 will be changed to read "Calhamer's Coastal Crawl" is not legal. HR #8 and HR #10 are to be deleted entirely.

With this issue I'm starting two new games of postal Diplomacy. I'd like to ask the players in those games if they would prefer that winter builds be a separate turn

rather than have them due with the next spring moves, even though we're playing one month deadlines. Let me know with the spring '01 moves.

Two errors in the first issue have been brought to my attention. In the rules for the WW III variant, rule #2 should include Ireland as a neutral  $\frac{1}{2}$  supply center. Also, in the same game, the capitol of Germany is Berlin.

Finally a word about PBM Origins. Since the duration of this game is relatively short, we will play it on a two week schedule. Placement orders are due on the 20th of each month. Conflicts will then be due on the 6th and I will immediately mail each player a copy of the conflicts. (7th or 8th if the 6th is a Saturday or Sunday). With each conflict you must list a stock (NYSE); if the result is a 0,7,8,9 (from the last digit of the sales in hundreds) I will use the next listed stock, etc., until a 1-6 result is obtained. Also, whoever is stuck playing the U.S. in a historical game, will be entered in the next Origins game free, and will play the country of his choice.

## LETTERS:

Dear Dennis,

29 Dec. 1975

Today I received a letter from Rod Walker dated 27 December on the subject of the house rules that are printed in COMMAND #1. There are certain possible irregularities in the house rules that could make your games unratable by most ratingskeepers. Therefore it might be best to discuss these possible irregularities before they have a chance to influence play.

(1) Your house rule #7 allows what you call "Calhamer's Coastal Crawl." This is disallowed in the 1971 GRI Rulebook, although I admit it is not clearly stated as such. However, using the definition of "space" in Rule VI.1. and the fact that units cannot directly exchange spaces (Rule VIII.) then it becomes obvious that the coastal crawl is not allowed and should not be used in regular postal Diplomacy games. Hobby custom also supports this ruling.

(2) Your house rule #8 is sufficiently vague to confuse me as to its actual meaning. Walker thinks that it might be in conflict with Rule IX.4. I can't tell unless you can give me an example of its use.

(3) House rule #10 is also vague as to how you would apply it. If you allow builds at any time other than at the conclusion of the fall season then your ruling is contrary to the GRI Rulebook. Otherwise it is okay.

So, it appears that there are a couple of questions regarding your rules 8 and 10. In addition, your house rule #7 is clearly in violation of the GRI Rulebook. That alone forces me to change the designation on the Boardman Numbers assigned to your games from regular to irregular. With the irregular designation most ratings-keepers will not rate games played in COMMAND. This may make it more difficult to find players for future games, as few players wish to play in games that they know will not be rated.

Anyway, I suggest that you clarify your rules 8 & 10 for everyone and make a decision about whether or not to

keep rule 7. Once you have done so I would be interested in reading what you have decided. Thanks.

I really hate to get mixed up in the discussion of other zines' house rules, but it is important to protect the players and note which games are played by rules that do not conform with the 1971 GRL Rulebook.

Doug Beyerlein

Dear Dennis, 11 Jan. 1976

I received your letter of 5 January just recently. Glad to see that we were able to straighten out this confusion with the COMMAND houserules so quickly.

With the changes for your houserules that you outlined in your letter I see no problem at this time in continuing to designate your first two games as regular.

Doug Beyerlein

Dear COMMAND Readers:

I'd like to apologize for being unable to continue as part of the COMMAND publication team. Upheavals in my personal life have compelled me to withdraw from active gaming, and there is no chance of being able to return in the near future. Consequently, Dennis has decided to carry on with COMMAND by himself, narrowing the magazine's range to specialize in Diplomacy and Origins. For those of you interested in these games, I feel sure you will be pleased with Dennis' efforts. I hope you all will continue to support the magazine.

Bill Stone

NEWS:

Game Designer's Workshop is planning the release of between four and seven titles within the next two months. Titles being released include: THEIR FINEST HOUR(Europa V)- (This is the new Europa Game, handling the

Battle of Britain to include land, sea and air combat), 1815: THE WATERLOO CAMPAIGN (The Battle of Waterloo on the division level; step reduction), THE RUSSO\*JAPANESE WAR (Two games; Tsushima is a naval campaign game and Port Arthur is a companion land campaign game), MANASSASK (The game which won the Charles Roberts Award at Origins I), THE FALL OF TOBRUK and EN GARDE ! (see COMMAND #1) Also, new errata sheets for DNO and UNT are available free for a stamped, self-addressed envelope from: GDW, 203 North St., Normal, Ill. 61761

#### GAMES:

COM1 Diplomacy 1975IV

Spring 1902

England (Kinsfather) F Holland to North Sea  
F Norway to Sweden  
F Liverpool to North Atl.  
F Edinburgh to Norweg. Sea  
A London holds

France (Granville) A Belgium to Burgundy  
A Spain to Gascony  
F Eng. Ch. to Mid-Atl.

Germany (Young) A Berlin to Prussia  
A Kiel to Berlin  
A Ruhr to Munich  
F Den S Eng F Norway to Swe

Italy (Emerick) A Marseilles holds  
A Venice holds  
F Tunis to West Med  
F Rome to Naples  
F Naples to Ionian Sea

Austria (Marino) F Greece to Aegean Sea  
A Budapest holds  
A Serbia to Greece  
A Vienna to Galicia  
A Trieste to Serbia

Russia (Hunter) F Sweden to Denmark\*  
\*must retreat to Fin or Baltic  
F St. P.(SC) to Gulf of B  
A Moscow to St. Peters.  
A Bohemia to Silesia  
A Sevastopol to Ukraina  
F Rumania holds

Turkey (Happel)

next page

Turkey (Happel) A Bulgaria holds  
 A Con S A Bulgaria  
 A Ankara to Armenia  
 F Black Sea S A Bulg

## Press:

(Moscow) Due to various extenuating circumstances, I hereby resign the Premiership of the Russian government. May the best man win-- D. Moyer

(Moscow) The new Imperial Government is open to peaceful negotiations for the New Europe, without Germany.

## COA

Russia: Bud Hunter  
 1606 Lucia Ave. #16  
 Louisville, Ky. 40204

Germany: Yves Lagimoniere  
 5 De La Vigie  
 App. 3B  
 Levis, Quebec, Canada

Fall 1902

England (Kins-father) F North Atlantic holds  
 F Sweden to Denmark  
 F Norwegian Sea to Norway  
 A London to Holland  
 F North Sea C A Lon to Holl

France (Granville) A Burgundy to Marseilles  
 A Gascony S A Bur to Mars  
 F Mid-Atlantic to Portugal

Germany (Lagimoniere) A Pruss S AUS A Gal to War  
 (NSM)  
 A Berlin S A Mun to Silesia  
 A Munich to Silesia  
 F Den S ENG F Sweden\*

\*must ret to Skag, Helg, Kiel

Italy (Emerick) A Marseilles to Spain  
 A Venice to Trieste  
 F West Med to Mid-Atl  
 F Naples to Tyrrhenian  
 F Ionian to Greece

Austria (Marino) F Aegean S A Greece  
 A Greece holds  
 A Budapest to Rumania  
 A Galicia S A Bud to Rum  
 A Serbia S A Bud to Rum

Russia (Hunter) (F Sweden retreated to Balt)  
 F Baltic S ENG F Swe to Den  
 F Gulf of Both to Sweden

Russia A St. Petersburg holds  
 A Silesia to Warsaw  
 A Ukraina S A Sil to Warsaw  
 A Rumania holds\*  
 \*retreat to Sevastopol

Turkey (Happel) A Bulgaria holds NMR  
 A Constantinople holds  
 A Armenia holds  
 F Black Sea holds

## Supply Center count:

Eng EDIN, LIV, LON, NOR, HOLL, DEN  
 (6) build 1

Fr BRE, PAR, BELG, ~~SFA~~, MARS, PORT  
 (5) build 2

Ger BER, KIEL, MUN, ~~DEN~~  
 (3) remove 1

It NAP, ROM, VEN, ~~MARS~~, TUN, SPA, TRI  
 (6) build 1

Aus VIEN, BUD, ~~TAI~~, SER, GRE, RUM  
 (5) constant

Rus WAR, ST. P, MOS, SEV, ~~RUM~~, SWE  
 (5) remove 1

Tur ANK, SMY, CON, BUL  
 (4) constant

## COM2 Diplomacy 1975IW

England (Lakofka) F Norw Sea to Norway  
 A Yorkshire to Belgium  
 F Nrth Sea C A York to Belg

France (Young) A Picardy to Burgundy  
 A Mars S A pic to Burgundy  
 F Mid-Atlantic to Spain(SC)

Germany (Blank) A Kiel to Holland  
 A Munich to Silesia  
 F Denmark to Sweden

Italy (Ragan) A Piedmont to Marseilles  
 A Rome to Venice  
 F Tyrrhenian Sea to Tunis

Austria (Birsan) F Albania to Ionian  
 A Trieste to Serbia  
 A Serbia to Greece

Russia (Loomis) A Ukraina to Rumania  
 F Sevastopol S A Ukr to Rum  
 F Gulf of Both to Sweden  
 A St. Pete to Finland

Turkey (Reinsel) A Bulgaria to Rumania  
 A Armenia to Sevastopol  
 F Ankara to Black Sea

Press:  
 (Istanbul) Turkey declares war on France! and we will sign the Berlin-Rome Axis Power Agreement.

Supply Center count:

<u>Eng</u>	3 home, NOR, BELG	5 build 2
<u>Fr</u>	3 home, SPA	4 build 1
<u>Ger</u>	3 home, HOLL, DEN	5 build 2
<u>It</u>	3 home, TUN	4 build 1
<u>Aus</u>	3 home, SERB, GRE	5 build 2
<u>Rus</u>	4 home	4 constant
<u>Tur</u>	3 home, BULG	4 build 1

Winter 1901

<u>England</u>	build Fleet London
	Fleet Edinburgh
<u>France</u>	Fleet Brest
<u>Germany</u>	Army Berlin
	Army Munich
<u>Italy</u>	Fleet Naples
<u>Austria</u>	Army Budapest
	Army Trieste
<u>Turkey</u>	Fleet Constantinople

Press:  
 (Moscow) "But you promised..."

(Warsaw) "Wait til Ralph Nader hears about this! In Diplomacy there are actually people who LIE to each other!"

(St. Petersburg) "Is there anyone else out there who thinks he is allied to Germany?"

COM3 Origins

Turn 5

<u>U.S.</u> (Shapiro)	10 to U.S.	NMR
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<u>France</u> (Reinsel)	5 to Czechoslovakia
	2 to Poland
	5 to Germany

<u>Britain</u> (Warren)	10 to Poland
	4 to Britain

<u>Russia</u> (Happel)	9 to Czechoslovakia
	5 to Germany

<u>Germany</u> (Traficanti)	15 to Czech
	11 to Russia
	5 to France
	5 to Italy
	10 to Britain

Turn 5 conflicts

Russia vs. Germany in Bal St 1-1  
 A\*Elim

Status:

<u>U.S.</u>	18 U.S.
	2 Czech
	10 Baltic States

<u>France</u>	U Britain
	C Als. Lorr.
	U Italy
	U Poland
	U Russia
	U Germany
	U Czech.

<u>Britain</u>	28 Britain
	U/21 Poland
	4 Czech.

<u>Russia</u>	C Romania
	17 Russia
	U/9 Czech.
	U Germany

<u>Germany</u>	C Austria
	C Rhine.
	U/6 Russia
	U France
	U Italy
	U/5 Britain
	20 Czech.
	5 Poland
	8 Baltic States
	1 Germany

NEW GAMES:

COM4 Diplomacy ~~-1976-22~~ 1976 F

<u>England</u>	Jack Kerins
	515 Sylvan Ave.
	Trenton, N.J. 08610

COM4

France

Lane Marinello  
217 E. Garfield  
Tempe, Arizona 85281

Germany

Jim Bumpas  
948 Loraine Ave.  
Los Altos, CA 94022

Italy

Yves Lagimoniere  
5 De La Vigie  
App. 3B  
Levis, Quebec, Canada

Austria

Jeff Anderson  
3538 Keystone Ave. #9  
Los Angeles, CA 90034

Russia

Bill Young  
P.O. Box 907  
Clearfield, PA 16830

Turkey

Bud Hunter  
1606 Lucia Ave. #16  
Louisville, Ky. 40204

Deadline for Spring 1901 2/20/76  
(COM4, COM5)

COM5 Diplomacy 1976?? G

England Larry Vanden Bos  
4706 Sugarhill Dr.  
Rolling Hills Est, CA 90274

France Jeff Anderson  
3538 Keystone Ave. #9  
Los Angeles, CA. 90034

Germany David Emerick  
Rte. 2  
Warrenton, Va. 22186

Italy Jack Kerins  
515 Sylvan Ave.  
Trenton, N.J. 08610

Austria Tom Mateer  
247 Shady Lane  
Lexington, Ky. 40503

Russia Lane Marinello  
217 E. Garfield  
Tempe, Arizona 85281

Turkey Bill Young  
P.O. Box 907  
Clearfield, PA. 16830

COM6 Origins

U.S. Charles N. Reinsel  
11 S. Stewart Ave.  
Kissimmee, Florida 32741

France Bud Hunter  
1606 Lucia Ave. #16  
Louisville, Ky. 40204

Britain James Decook  
2877 Bellwood  
Ann Arbor, Mich. 48104

Russia Howard Shapiro  
Room 121 O'Connor Hall  
Suny Delhi  
Delhi, N.Y. 13753

Germany Steve Lebans  
340 West 5th Ave.  
Shakopee, Minn 55379

Turn 1 deadline is 2/20/76  
Charles Reinsel is automatically entered  
in the next Origins game free. Choice  
of country Charles?

COM7 U.S. Diplomacy (revised)

There are four people entered in  
this section and it will definitely  
start in the next issue. The rules,  
by Charles Reinsel, were printed in  
COMMAND #0 (sample issue); let me  
know if you need a copy. I am going to  
revise rule #6 to read: Home states  
are full supply centers. All other  
states are  $\frac{1}{2}$  supply centers. All  
those entered please send me a list  
of at least 10 states for selecting  
home centers.

COM8 "Blind"Origins 1 entered

COM9 Anarchy (Pulsipher) 0 entered

COM10 Diplomacy 1 entered

COM11 WW III (Reinsel) 1 entered

COM12 Diplomacy 0 entered

Note: If you wish to play a certain  
country in Diplomacy, send in a list  
of preferences for each game you enter.

## THE ADJUTANT

This will be a series of three articles concerning "cross-game alliances." Readers' comments, criticisms and questions are solicited. Please write to:

THE ADJUTANT  
c/o Dennis Agosta  
900L Foxridge  
Blacksburg, Va. 24060

The Rulebook wisely makes no mention of cross-game alliances (If you aid me in game A, I'll aid you in game B alliances.) My interest stems from a rebuff when I was admonished that cross-game alliances are unethical. Ethics in diplomacy??

Since then I've raised the question with numerous other players, none of whom were aware of any ethics involved. Given the growing number of players who enter the same games, "PRE-GAME ALLIANCES" will become increasingly common. Pre-game alliances simply are alliances, usually solid game-long alliances, agreed upon by two players (hopefully never more than two) before the game is started or countries assigned.

My purpose is to increase your awareness that cross-game alliances arise and that pre-game alliances are becoming increasingly frequent. You must either work out your own pre-game alliance or at least learn how to detect and cope with the pre-game alliance of your adversaries. This is an introductory article. Number 2 will discuss detecting and coping with pre-game alliances; number 3 will analyze and respond to your comments.

To establish your own pre-game alliance simply mail your money and entry request to the publisher the same day that your ally mails his.

Three-way pre-game alliances would be utterly pointless: the object of the game is to succeed despite difficulties. A three-way pre-game alliance could hardly lose. Why waste your time on anything as simple as a victorious three-way pre-game alliance?

Once you and your friend get into the same game, the object is to maximize your initial advantage.

Tactically aid is easily worked out and beyond the scope of these articles. Don't overlook the significant help you can give each other by coordinating your diplomacy. Agree upon a game-long "Grand Strategy" to gain your two-way winning draw. Initially you probably will want a third ally. Do you seek a three-way winning draw or do you plan to stab your third ally when the opportunity arises?

Never disclose the existence of your pre-game alliance to anyone: to do so would invite a counter-alliance and forfeit your initial advantage. Also, some of the more active players are seeking to identify pre-game alliances; they will expose you in a future game. If you indulge in post-game public analysis, be careful to conceal the pre-game nature of your alliance. Later I will identify a pre-game alliance which enjoyed much success until it became so commonly known that it lost its effectiveness. Indeed, a two-way pre-game alliance may be a disadvantage if the other five players are aware and fearful of you. (To be continued)

THE ADJUTANT plans to write a regular anonymous item for this Zine. Your questions or suggestions for future articles are solicited, address above. I will remain anonymous because otherwise some of the comments/suggestions herein may make my conduct of diplomacy in the games in which I am involved more difficult.

THE ADJUTANT has no connection with this Zine or its editor: the views expressed are strictly my own.

## GAME REVIEW: Conquest

Conquest is a game of chess-like strategy that is played on a game board printed with a land and water map. Each side of the map has a cluster of five red spaces, which is the capitol. The object of the game is to either occupy all five spaces in your opponent's capitol or capture all of his pieces. Each player has 20 land pieces and 6 ships which move about on the map. Numerous spaces on land and in the water are connected by roads or sea lanes designating where

the pieces and ships may move.

There are four types of land pieces: soldiers, elephants, chariots and knights. Each have different movement capabilities and hence capturing capabilities. Elephants and chariots may also transport soldiers. There are two types of ships, ships and galleons, each with its own movement rates.

Players are allowed to make 20 moves per turn; a piece that makes a capture may move its full movement rate again in the same turn. In addition, the opposing player is allowed a possible recapture move after every capture.

The game is fast moving and excellent for people who enjoy chess, backgammon, etc. The hard-core wargamer would probably be disappointed with it, however. My review copy is the inexpensive cardboard set and the physical quality is excellent; the cardboard pieces are thick and strong, with very clear printing, and the mapboard is the strongest I've ever seen in a boxed game. The game is also manufactured with metal pieces. It is my understanding that other versions (bigger maps, multi-player games, more diversified pieces) are being planned.

The game comes with a puzzle book for solitaire play and for improving technique. For more information, write to: Donald Benge, 1112 W. Burbank Blvd., Burbank, CA 91506.

#### PLUGS:

Note to traders: If I trade with you and a plug of your zine does not appear in this issue, it will be in issue # 3.

DIPLOMACY WORLD, published by Walt Buchanan, R.R. 3, Box 324, Lebanon, Indiana 46052, is a quarterly magazine on Diplomacy. DW presents a broad overview of the postal hobby by printing articles on the Diplomacy scene and on good play; they also carry articles on variants, the Hoosier Archives Demonstration Game with expert analysis, rating systems, zine news and game openings. This magazine (40 pgs, offset) is highly recom-

mended for anyone who plays Diplomacy by mail. Subscriptions are \$4.00 a year.

LIBERTERREAN, published by Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022, is printed twice monthly, eight pages, duplicator. Diplomacy on 2 week deadlines as well as Tank!, Kampfpanzer, Mech. War 77 and Armored Barbarism. Subscriptions are \$3/10 issues plus a \$2 refundable game deposit. Excellent if you like a fast-moving game.

EREHWON, published by Rod Walker, 1273 Crest Dr., Encinitas, CA 92024, is printed irregularly (?), nine pages, duplicator. The writing is excellent and full of Mr. Walker's barbed humor. Subscriptions are 5/\$1.00.

STAB, published by Charlie Spiegel, 4517 Springfield Ave., Philadelphia, Pa. 19143, is a photostated zine of seven pages. Subscriptions go for \$1.80 for 10 issues with a \$1.00 game fee, well worth the money. If you like press, this is for you.

SPECULUM, published by Dave Kadlecik, Box 802, University of Santa Clara, Santa Clara, CA 95053, tri-weekly, 12 pages, duplicator. Openings in Third Age, Gigaton Bomb Variant, Chinese Diplomacy, and international regular Diplomacy. Subscriptions are 8/\$2.00 with game fees up to \$3.00.

RURITANIA, published by Tony Watson, 201 Minnesota St., Las Vegas, Nevada 89107, monthly, 4 pages, mimeo. Openings in regular Diplomacy. Subscriptions are 5/\$1.50.

DYNASTY, published by Adam Gruen, 470 North St., Harrison, N.Y. 10528, is printed monthly, eight pages, mimeo. Articles on general wargaming; postal Diplomacy and Galactic Conquest. Subscriptions are 12/\$2.50 plus \$2.00 game fee.

IMPASSABLE, published by John Boyer, 117 Garland Dr., Carlisle, Pa., 17013, tri-weekly, 12 pages, mimeo. Subscriptions are 10/\$2.00. Carries hobby news as well as Diplomacy and Diplomacy variants.

## DUNGEONS & DRAGONS:

## The Endless Level

by D. Agosta

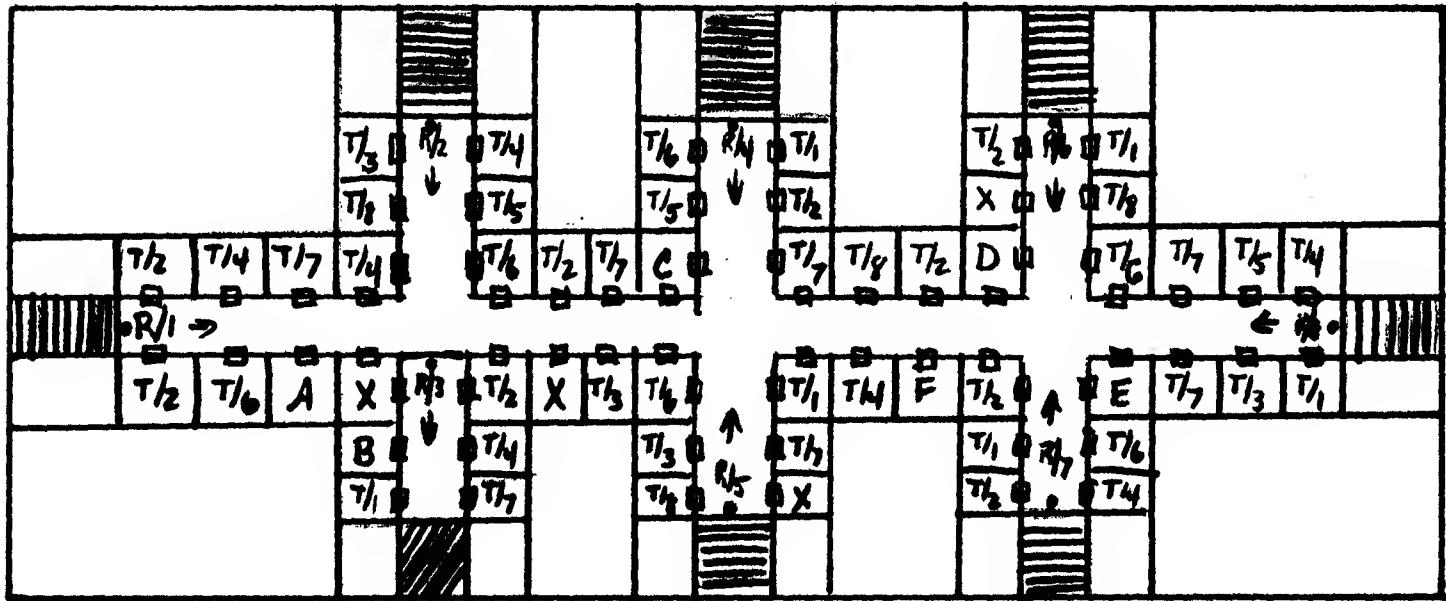
Before you can play Dungeons and Dragons, someone has to put in quite a few hours of work designing the dungeon (or wilderness, etc.) The quality of the adventure is determined more by the imagination of the referee/designer and his ability to design and disguise traps, than it is by the skill of the players. To be good, a trap should be survivable (even if it is only marginally so) but not avoidable. In short it should drive your players right up the wall.

One of the best tools available to the dungeon designer is the teleporter; teleporters are not strictly defined in Dungeons & Dragons, so I have developed my own definition for use in my dungeon. A teleporter is an undetectable device which transports a character from one location to another without his knowledge (no physical sensation of anything unusual). If If a character opens a door which is a transporter, he will see the place he will be transported to (much like the gates of Immigrant's Gap in R.A. Heinlein's Tunnel in the Sky).

The dungeon level outlined below is modeled after my own 4th level. The notation  $T/2$  indicates that the door to that room is a teleporter to receiving point  $R/2$ , etc. The effect is that a group opens a door and sees a hallway full of doors. Going through and opening another door they see a hallway full of doors. Going through, they see a... until one of three things happens. First, they can open a door containing a suitable monster. Second, they could be transported to  $R/3$  which can lead them to a set of stairs leading down to the next level. Finally, they can open a door that transports them to the other end of a hallway behind them, in which case they will see themselves from the rear, either confusing completely or allowing the true situation to be known.

This type of dungeon can be very frustrating if the right combination of doors is not hit upon quickly. It also causes map makers to tear their hair out. The same type of arrangement can be used on a 'normal' level in order to confuse a map maker as to the direction he will be facing. The designer will have to decide for himself whether or not the teleporter is a physical or magical mechanism for purposes of detection by spells, etc.

Key:  stairs up (some false)  stairs down  doors A,B...monsters X traps  
→ facing



COMMAND is published monthly by:

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(703) 951-3340

Subscriptions are \$4.00 per year  
Entry fees are \$2.50 per game

Order from: D. Agosta  
P.O. Box 247  
Blacksburg, Va. 24060

Game moves should be sent to the Foxridge address

Subscribers are welcome to send me articles for publication on Diplomacy, Origins of WW II, variants, and Dungeons & Dragons. For each article published, I will return a free game position plus two extra copies of the issue in which your article appears.

FIRST CLASS POSTAGE

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